Acknowledgments

During these 5 years of GVGAI work, we have had the pleasure to collaborate with many people on this challenge. A special mention needs to be made to our multiple co-authors during these years. Spyridon Samothrakis and Tom Schaul, members of the GVGAI steering committee, played a crucial role defining the shape of the challenge and competition at the start. Philip Bontrager and Ruben Torrado implemented the GVGAI-Gym version of the framework for the learning track of the competition. Sanaz Mostaghim's expertise on Multi-Objective optimization and Kamolwan Kunanusont's work on game optimisation also contributed to the research presented in this book.

We would also like to thank Adrien Couëtoux, Dennis Soemers, Mark Winands, Tom Vodopivec, Florian Kirchgessner, Jerry Lee, Chong-U Lim and Tommy Thompson. They built the first set of GVGAI agents that were used for testing the framework, both the single and the two-player planning tracks of the competition. Thanks also go to Cameron Browne and Clare Bates Congdon for their read, review and useful comments made to improve this book.

Finally, we would also like to thank the Game AI community that has shown interest in this challenge. Thanks to the members of the group at the 2013 Dagstuhl seminar on "Artificial and Computational Intelligence in Games", the instructors that have used GVGAI for setting assignments for their modules and the participants that have submitted a controller or a generator to the competition.

The authors, January 2019